
Title: N'oem "Volume 2"

Author: Valimus

Chapter 3

1. Calm Animals

Casting Time: 5 seconds

Duration: Instantaneous

Calms Low Level animals,
beast and magical beast.

(SAY: SLAMINA MALC

2. Charm

Casting Time: 1 action

Duration: 1 hour

Range: Close

Target: 1 person/animal

Makes a Medium/small

Humanoid/Animal regard

you as their trusted

friend and ally. This does

not give you control over

them but merely influence

as they will regard your

words in high favor.

(SAY: VAS NOX MRAC

DES UNEM and WAVE

HAND LEFT TO RIGHT.)

3. Animal Messenger

Casting time: 1 action

Range: Same as Cast

Duration: 1 day

The Caster can Persuade

a small animal to deliver

a message to a

designated spot. The

animal will remain there

with the message until

the spell wears off.

(SAY: NIA LAM ESS

GER and FEED THE

ANIMAL AND GIVE IT

DIRECTIONS) Components

needed: Animal Food.

4. Chill Metal

Casting Time: 1 action

Duration: Instantaneous

Range: Close

Cold metal damages those

who touch it. (SAY:

LATEM LLICH)

Components: Valerite

ingots, smith hammer and a master smith or better. (The smith will then take the blessed hammer and attempt to enhance the Metal)

5. Heat Metal

Casting Time: 1 action

Duration: Instantaneous

Range: Close

Hot Metal Damages those who touch it. (SAY: LATHEM TAEH)

Components: Bronze

ingots, smith hammer and a Master Smith of better. (The smith will then take the blessed hammer and attempt to enhance the metal. Failure will often times render the metal useless).

6. Speak with Animals

Casting Time: 1 action

Duration: Instantaneous

Range: Close

Skills: Taming/Lore

This is a Natural ability given to the Druid that has achieved high enough status in their skill and class.

7. Magic Fang

Casting Time: 1 action

Duration 20 seconds

Range: Personal

Skill: Chivalry

Weapon Gains +1 bonus for a period of time.

(SANCTIFY WEAPON)

8. Plant Growth

Duration: Instantaneous

Range: Close

Natural Ability of the druid to Grow and tend to plants.

9. Fire Trap

Casting Time: 1 action

Duration: Instantaneous

Skill: Tinkering

The Druid with this ability can harness a trap of fire to any container.

10. Poison

Casting Time: 1 second

Duration: 10 seconds

Skill: Magery

The caster can curse a

person/animal with poison.

(CAST: POISON)

11. Summon Swarm

Casting Time: 2 Seconds

Duration: 5 Minutes

Range: Close

Caster can Summon

swarms of small crawling

or flying creatures. (SAY:

MAR NOM SUM)

12. Neutralize Poison

Casting Time: 1 Action

Duration: Instantaneous

Range: Close

Detoxifies Venom and

poisons in a subject.

(CAST: CURE POISON)

13. Flame Strike

Casting Time: 2 Seconds

Range: Close

Duration: Instantaneous

Skill: Magery

Smites Foes with Divine

Fire. (CAST:

FLAMESTRIKE)

14. Call Lightning

Casting Time: 1 action

Range: Close

Duration: Instantaneous

Skill: Magery

Caster can call forth

lightning bolts to smite

foes. (CAST: LIGHTNING)

15. Animal Friendship

Ability: Bonding.

This is a ability of the

Druid with the appropriate

skill to bond to a pet

and gain perminate animal

compasion.

16. Detect Animals/People

Casting Time: 1 action

Duration: Instantaneous

Range: 200ft

Skill: Tracking

The druid can cast this

spell to track people and

animals who have passed

thru the area. (SAY: DES

TET ANA HUM then use

the skill TRACKING)

note you can do this

with 0 tracking but may

take longer to

successfully cast. 20

Tracking is desired.

16. Detect Snares

Casting Time: 1 action

Duration: Instantaneous

Range: Site

Skill: Detect Traps

Caster can detect snares.

(SAY: RES SNAT TEC)

use the skill detect traps

17. Cure Moderate

Wounds

Casting Time: 1 action

Duration: Instantaneous

Range: Site

Caster can cure More

Serious Wounds.

(CAST: GREATER HEAL)

18. Repel Vermin

Casting Time: 1 action

Duration: Instantaneous

Range: 10 feet radius

Holding the Glacier Staff

and with this spell the

caster can repel small

insects up to 10ft.

19. Dispel Magic

Casting Time: 2 seconds

Duration: Instantaneous

Range: Site

Cancel Magic spells and
effects.

(CAST: DISPEL OR
DISPEL FIELD)

20. Scrying

Casting Time: 5 min

Duration: 1 hour

Range: Varies

Caster can Spy on
subjects from a distance.

(USE COMM CRYSTALS
TO ACHEIVE THIS)

21. Pool of Knowledge

Casting Time: 1 day

Duration: Instantaneous

Range Pool only

Effects: Perminate

The Caster can cast a
spell on a Pool of water
after intense

concentration of 1 full
day to make it see into
the past and present.

Images shown are of
Extreme measures and
can be random at many
times. (Say: VAS KNOW
FO LOOP MARI) then
take rune stones and
write the words spoken
on each one and place
them around the pool in

all directions. During this time the caster cannot speak or engage in text. he must remain in deep concentration. If broken the spell must begin anew. at the end of this spell the caster will fall into a deep sleep for 2 days.

22. Contagion

Casting Time: 1 hour

Duration 5 days

Range: Touch

Caster can Infect a

subject with a chosen

disease. (CAST IN VAS

NOX ON A SMALL ITEM.

THEN SOAK THE ITEM IN

UNHOLY WATER FOR 10

MINUTES THEN LAY OUT

TO DRY UNDER A FULL

MOON. AND SPEAK THE

DESEASE YOU WISH TO

INFEST IT WITH. TOUCH

VICTOM.)

23. Hallow

Casting Time: 1 day

Duration: Permanent

This Spell calls for 3

druids no more than 10

max. The spell designates

location as holy ground.

This has 4 major

effects.

First: The site or

structure is guarded by a magic circle against evil.

Second: Undead are

subject to Command

spells and are automatic.

and they have a +4 fear

factor when entering

Holy Ground.

Third: Any Dead Body

entering Hallow Ground

cannot be turned into a

undead creature.

Fourth: you may choose to

fix a single spell effect

to the hallow ground for

1 year. After one year

the Hallow spell can be

recast by only one druid

to renew the spell.

(CHANT: DE'ORAN

DE'OTHAN DE'O... walk

around the structure/site

10 times while doing this.
THEN LAY DOWN RUNES
STONES ETCHED WITH
THE CHANTED WORDS.
SUMMON FORTH
GUARDIONS OF AIR, FIRE,
EARTH, WATER TO
WATCH OVER THE
RUNES (one for each side
of the structure/building)
MAKE SURE THE RUNES
ARE NOT DISTURBED
FOR THE REMAINING OF
THE DAY.) this spell is
taxing druids involved
must rest for 3 days.

24. Unhallow

Same as Hallow spell....
This spell does the exact
opposite of hallow and
has reverse effects.

(CHANT CHANGES TO:
BA'EORIN BA'EOTHIN
BA'E)